



which may be accessed by distributed clients. In **reality**, however, software artifacts may be stored in [cwis.usc.edu/dept/ATRIUM/Papers/Integrating\\_Software\\_Repositories.ps](http://cwis.usc.edu/dept/ATRIUM/Papers/Integrating_Software_Repositories.ps)

A Virtual Reality based System Environment for.. - Szabo, Stucki.. (1995) (Correct) (1 citation)  
Graphics Onyx **RealityEngine2** with two raster **managers** using the IRIS Performer visual simulation and prototype architecture for **Virtual Reality (VR)** based Information Systems (ViRXIS)ViRXIS may  
**A Virtual Reality based System Environment for Intuitive**  
[ftp.inf.ethz.ch/doc/papers/ti/grpw/Enter95.ps.gz](http://ftp.inf.ethz.ch/doc/papers/ti/grpw/Enter95.ps.gz)

The Effects of Eye Tracking in a VR Helmet on EEG Recordings - Bayliss, Ballard (1998) (Correct)  
The Effects of Eye Tracking in a **VR** Helmet on EEG Recordings Jessica D. Bayliss and  
performing EEG/EP/ERP experiments within a **virtual reality** helmet containing an eye tracker,  
performing EEG/EP/ERP experiments within a **virtual reality** helmet containing an eye tracker, electrical  
[hypatia.dcs.qmw.ac.uk/data/edu/cs.rochester.edu/robotics/98.tr685.Effects\\_of\\_eye\\_tracking\\_in\\_VR\\_helmet\\_on\\_EEG](http://hypatia.dcs.qmw.ac.uk/data/edu/cs.rochester.edu/robotics/98.tr685.Effects_of_eye_tracking_in_VR_helmet_on_EEG)

The Overlay Signaling Approach with Permanent Virtual Circuits - Akyol, Cox (1995) (Correct)  
distributed network. The network is divided into **zones**. These **zones** are interconnected by the ATM  
in the wireless ATM network are managed by **zone manager** processes that run on the networking equipment  
The Overlay Signaling Approach with Permanent **Virtual** Circuits Bora A. Akyol Donald C. Cox October  
[wireless.stanford.edu/~akyol/pvc-overlay.ps](http://wireless.stanford.edu/~akyol/pvc-overlay.ps)

Constructing Virtual Worlds Using Dense Stereo - Narayanam, al. (1998) (Correct)  
capabilities of the viewer. **Virtual Reality (VR)**in contrast, provides a viewer-controlled, 3D  
Jan. 4-7, 1998, pp. 3-10. Abstract We present **Virtualized Reality**, a technique to create **virtual**  
1998, pp. 3-10. Abstract We present **Virtualized Reality**, a technique to create **virtual** worlds out of  
[www.cs.cmu.edu/~virtualized-reality/papers/ICCV98/iccv98-lores.ps.gz](http://www.cs.cmu.edu/~virtualized-reality/papers/ICCV98/iccv98-lores.ps.gz)

Summer Students in Virtual Reality: A Pilot Study on.. - Human Interface (Correct)  
Of Engineering, Uw Introduction **Virtual Reality (vr)** Is A New Way To Use Computers. **Vr** Eliminates The  
Summer Students in **Virtual Reality: A Pilot Study** on Educational  
[www.hitl.washington.edu/publications/r-92-1/r-92-1.ps](http://www.hitl.washington.edu/publications/r-92-1/r-92-1.ps)

The Visual Display Transformation for Virtual Reality - Robinett, Holloway (1995) (Correct) (4 citations)  
visual display transformation for **virtual reality (VR)** systems is typically much more complex than the  
Lux Libertas The Visual Display Transformation For **Virtual Reality** Warren Robinett Richard Holloway  
[cs.ru.ac.za/homes/g97rc001/papers/94-031.ps.gz](http://cs.ru.ac.za/homes/g97rc001/papers/94-031.ps.gz)

Distributed Virtual Reality for Everyone - a Framework for... - Broll (1997) (Correct) (12 citations)  
networked **VR**, multiuser environments, IP **multicasting**, **virtual reality** modeling language (VRML)1.  
**virtual** objects subdividing large worlds into **zones** 4.1. Object consistency While persistence over  
[11] already exist. However, the area-of-interest-manager (AOIM) 17] as used in an extension of NPSNET  
[orgwis.gmd.de/~broll/papers/VRAIS97.ps.gz](http://orgwis.gmd.de/~broll/papers/VRAIS97.ps.gz)

Overview of the I-WAY: Wide Area Visual Supercomputing - Defanti (1996) (Correct) (17 citations)  
interconnect supercomputer centers, **virtual reality (VR)** research locations, and applications development  
experimental environment for building distributed **virtual reality** applications and for exploring issues of  
environment for building distributed **virtual reality** applications and for exploring issues of  
[ftp.mcs.anl.gov/pub/nexus/reports/iway\\_overview.ps.gz](http://ftp.mcs.anl.gov/pub/nexus/reports/iway_overview.ps.gz)

Immersion, Presence, and Performance in Virtual.. - Slater, Linakis.. (Correct)  
factors, TriDimensional Chess. 1. Introduction: Is **VR** better than a workstation? This paper describes an  
Immersion, Presence, and Performance in **Virtual** Environments: An Experiment with Tri-Dimensional  
such a theoretical framework. Keywords **Virtual reality**, **virtual** environments, immersion, presence, task  
[www-dept.cs.ucl.ac.uk/staff/M.Usoh/Papers/chess.ps.gz](http://www-dept.cs.ucl.ac.uk/staff/M.Usoh/Papers/chess.ps.gz)

Virtual Reality and Education - Virtual Reality (Correct)  
Byrne **Virtual Reality** and Education **Virtual Reality (VR)**a new computer technology, has incredible  
[www.hitl.washington.edu/publications/r-93-6/r-93-6.ps](http://www.hitl.washington.edu/publications/r-93-6/r-93-6.ps)

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